

Entrepreneurship Tool HUB

Capacity Building in Field of Youth, Erasmus +

Project: 602323-EPP-1-2018-1-MD-EPPKA2-CBY-EP-PE

Training Course “Entrepreneurship Tool HUB”

3-9 August 2019, Cagliari, Italy

Aim: The Training Course aimed to improve the quality of teaching and training entrepreneurship by widening and developing new Interactive methods and tools matching the learning opportunities with the needs and capabilities of practitioners linked to the entrepreneurial education. The first step of the TC was to present and analyze the data collected during the national campaign researches therefore taking into consideration and sharing good practices and successful stories while focusing on needs and learning demands. NFL and NFE tools were explored through the quality assurance principles and experienced youth workers and trainers worked on developing those interactive tools to be used in the entrepreneurial education. The TC we focused on board games with a high level of flexibility and adaptability.

The target group: 4 participants from each partner organization, experienced youth workers and trainers who provide young people with different types of educational experiences that support them in their development and are aware of their responsibility strive to ensure that the education they provide is of the utmost quality.

Results: The TC offered to participants a platform to share best practices in the field of entrepreneurial learning, explore existing NFE tools, mainly board games and draft new educational games used both in NF as in Formal education. They had the possibility to work in different locations and test the drafted games into an international environment. All in all, during the training participants exchanged good practices and explored the entrepreneurial learning field from the partners’ organization and youth workers perspectives. The quality and nowadays understanding of NFE use was widely discussed, participants seeking for innovative ways to include board games as education tools.

Agenda:

	Day 1	Day 2	Day 3	Day4	Day 5	Day 6
AM	Getting to know each other	Entrepreneurial education	NFE tools and targets	Development of Board Game	Tools Testing Erasmus+	Tools Design and Revision

	Team building and HO presentation	Share of the National research data		Sharing Ideas .	and Other Funds Opportunities	And Feedback
PM	Entrepreneurial Tools In youth Work Networking	Exploring existing tools	NFE tools in entrepreneurial education	Development of Board Game Sharing Ideas .	Testing developed tools	Planning following Step
			Re-shaping Tools			Evaluation